

What is claimed is:

1. An electronic projector adaptable to an image source device for projecting video images from said image source device on a screen via a LCD panel display, comprising:
- 5 means for receiving video signals from said image source device;
- buffer means coupled to said receiving means for temporarily saving said video signals;
- a non-volatile memory coupled to said buffer means for saving a selected static image of said video signals as a user-defined logo;
- 10 a frame buffer connected to said non-volatile memory for speeding up the display of said user-defined logo;
- a Central Process Unit for determining a display configuration; and
- means for selecting said video signals output of said buffer means or said user-defined logo of said frame buffer in response to a determined display configuration of said Central Process Unit.
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2. The electronic projector as claimed in claim 1, further comprising:
- image mapping means connected to said frame buffer for performing color mapping operations.
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3. The electronic projector as claimed in claim 1, wherein said display configuration is selectable from a user-defined logo configuration, a pre-determined logo configuration, and a background color configuration.
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4. The electronic projector as claimed in claim 1, wherein said non-volatile memory is a flash Read-Only-Memory.

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5. The electronic projector as claimed in claim 1, wherein said frame buffer is a Synchronous Dynamic Random Access Memory.
- 5 6. A method for saving and displaying a user-defined logo for an electronic projector, comprising the steps of:
- transmitting a user-defined logo image to said electronic projector;
- saving said user-defined logo image in a non-volatile memory;
- 10 copying said user-defined logo image from said non-volatile memory to a frame buffer; and
- selecting the output of said frame buffer to display said user-defined logo image in response to a display configuration.
- 15 7. The method as claimed in claim 6, further comprising the step of:
- perform image mapping on said user-defined logo image according to a display configuration.
8. The method as claimed in claim 6, wherein said user-defined logo image is provided by using a graphics application program.
- 20 9. The method as claimed in claim 6, wherein said user-defined logo image is provided by selecting a static image from a series of video images of an image source device.
- 25 10. The method as claimed in claim 6, wherein said display configuration is selectable from a user-defined logo configuration, a pre-determined logo configuration, and a background color configuration.

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